

In re Application of: Hibscher *et al.*
Application No.: 09/741,564
Atty Docket No.: 03405.018001

Examiner: J. Hotaling
Art Unit: 3713

AMENDMENTS

1-13. Cancelled on 11 December 2002.

14. (Currently Amended). A method for allowing a remote computer to create, edit and access an interactive computer game stored on a system computer via the Internet, comprising:

accessing the system computer with the remote computer;

sending user data and game data from the remote computer to the system computer, the remote computer being capable of editing the user data and the game data;

applying design rules to the game data to dynamically generate an interactive computer game at the system computer;

storing the generated interactive computer game on the system computer; and

associating the generated interactive computer game with a user identifier for providing access to the generated interactive computer game to the remote computer[[,]];

wherein the generated interactive computer game is capable of being played at the remote computer.

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15. (Currently Amended). The method for allowing a remote computer to create, edit and access an interactive computer game stored on a system computer as defined in Claim 14, wherein the generated interactive computer game is a puzzle.

16. (Currently Amended). The method for allowing a remote computer to create, edit and access an interactive computer game stored on a system computer as defined in Claim 14, wherein the generated interactive computer game is a crossword puzzle.

17. (Currently Amended). The method for allowing a remote computer to create, edit and access an interactive computer game stored on a system computer as defined in Claim 14, wherein the user identifier is capable of being associated with a plurality of generated interactive computer games.

18. (Currently Amended). The method for allowing a remote computer to create, edit and access an interactive computer game stored on a system computer as defined in Claim 14, wherein the system computer further includes an application service script module for processing application server script functions.

19. (Currently Amended). The method for allowing a remote computer to create, edit and access an interactive computer game stored on a system computer as defined in Claim 14, wherein the system computer further includes a movie module to

In re Application of: Hibscher et al.
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Examiner: J. Hotaling
Art Unit: 3713

generate interactive puzzles, the interactive puzzles being viewable by the remote computer.

20. (Currently Amended). The method for allowing a remote computer to create, edit and access an interactive computer game stored on a system computer as defined in Claim 14, further including generating and displaying interactive content using data extracted from the system with an embedded HTML module.

21. (Currently Amended). An interactive online gaming system accessible by a remote computer, comprising:

user data and game data stored on a system computer, which is capable of being sent, received and modified by the remote computer;

a database residing on the system computer capable of storing the user data and the game data; and

design rules for generating an interactive computer game based on the game data; [and]

wherein the user data is associated with the generated interactive computer game and used to provide access to the generated interactive computer game and wherein the generated interactive computer game is capable of being played at the remote computer.

22. (Currently Amended). The system according to Claim 21, wherein the generated interactive computer game is a puzzle.

In re Application of: Hibscher et al.
Application No.: 09/741,564
Atty Docket No.: 03405.018001

Examiner: J. Hotaling
Art Unit: 3713

23. (Currently Amended). The system according to Claim 21, wherein the generated interactive computer game is a crossword puzzle.

24. (Previously Amended). The system according to Claim 21, wherein the system computer further includes an HTML module, the HTML module allowing the system computer to process standard hypertext protocol functions.

25. (Previously Amended). The system according to Claim 21, wherein the system computer further includes a multimedia module, the multimedia module allowing the system computer to send animation and sound content to the remote computer.

26. (Previously Amended). The system according to Claim 21, wherein the system computer further includes an application server script module for processing application server script functions.

27. (Previously Amended). The system according to Claim 21, wherein the system computer further includes a movie module, the movie module allowing the system computer to generate interactive games that are viewable by the remote computer.

28. (Previously Amended). The system according to Claim 21, wherein the system computer further includes an embedded HTML module, the embedded HTML

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Application No.: 09/741,564
Atty Docket No.: 03405.018001

Examiner: J. Hotaling
Art Unit: 3713

module allowing the system computer to dynamically display interactive content generated from the game data extracted from the system at the remote computer.

29. (Currently Amended). A computer-readable medium having computer-executable instructions for use in performing a method for allowing a remote computer to access a system computer, including:

accessing the system computer with the remote computer;

sending user data and game data from the remote computer to the system computer, the remote computer being capable of editing the user data and the game data;

applying design rules to the game data to dynamically generate an interactive computer game at the system computer;

storing the generated interactive computer game on the system computer; and

associating the generated interactive computer game with a user identifier for providing access to the generated interactive computer game to the remote computer[.,];

wherein the generated interactive computer game is capable of being played at the remote computer.

30. (Currently Amended). The computer-readable medium as defined in Claim 29, wherein the generated interactive computer game is a puzzle.

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Atty Docket No.: 03405.018001

Examiner: J. Hotaling
Art Unit: 3713

31. (Currently Amended). The computer-readable medium as defined in
Claim 29, wherein the generated interactive computer game is a crossword puzzle.

32. (Currently Amended). The computer-readable medium as defined in
Claim 29, wherein the user identifier is capable of being associated with a plurality of
generated interactive computer games.